

3D STORY WORLDS ROTATION | Yuyang Zhao



[3D World | Yuyang Zhao \(arts.ac.uk\)](#)

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In this rotation week, I have learnt how to use a new 3D software to build my own story world. Actually, I was unsatisfied with the model and concept the first time I made in maya, so I decided to try again. However, I found the maya software was expired, thus, I finally used Cinema 4D to finish it. I want to build an abandoned underground, but I think only have the underground is boring and it's hard to show a kind of world view. In order to broaden my world view and concept, I did a lot of research and finally chose to combine the underground with a room. I'd also like to create some snow and dusk effect as the outdoor environment. The process of modeling my own story world is really interesting and make me excited. In conclusion, I was satisfied with the final outcome. Also, I think I will have more ideas and confidence in building my own story worlds in 3D software in the future.